

GRAUSTARK

#320

1971BG, 1973FB, 1973BC, 1974GO, 1974GR, 74.12a

16 November 1974

1973BC

"Fall 1910"

BLUE TIDE MOVES EAST

ENGLAND (Kelly): A Liv-War; F Bot-Liv; A St.P S F Bot-Liv; A Pru-Sil; A Ber S A Pru-Sil; A Den-Pru; F Bal C A Den-Pru; F Nth holds.

FRANCE (Model): A Bur-Mar; A Roh-Bur; A Tyr-Roh; A Mun S A Tyr-Boh; A Kie S A Mun; A Pie-Tyr; F Tyr-Rom; F Tus S F Tyr-Rom; F Lye S F Tus; F Wes-Tyr; F Tun S F Wes-Tyr.

AUSTRIA-HUNGARY (Lipton): A War sneers at the English; A Sil-Pru; A Boh-Vic; A Rom sneers at the French; A Tri S A Ven; A Ven sneers at the Gamesmaster.

TURKEY (Carroll): A Mos-Liv; A Sev-Ukr; F Ion-Apu; F Bas-Ion; F Aeg S F Bas-Ion; F Gre-Alb; F Con-Bla; A Nap S AUSTRO-HUNGARIAN A Rom.

Underlined moves are not possible. Austria-Hungary retreats A Sil-Gal. The High Combatant Powers control the same supply centers as they did after "1909" (see GRAUSTARK #317) except that Rome has passed from France to Austria-Hungary. Austria-Hungary's build is fairly obvious. If the French removal is sent in within a week, the other players will be informed and the deadline for "Spring 1911" moves will be set at NOON, SATURDAY 7 DECEMBER 1974. Otherwise the "Winter 1910" builds and removals will be set for that date.

The proposed draw once more fails of unanimity, and is resubmitted for another vote on the next turn.

BATTAL: The 99th running of the Franco-France wars opened today with a stunning new innovation, the human catapult shock troops. Recruited from descendants of the Frankish crusaders who settled around Trabizond, this elite corps takes its name from their town and their unique man-sized engine. They are, of course, Les Trebuchets de Trebizond. Considered as unique a spectacle as the Ice

(continued on p. 3)

1974GR

"Spring 1901"

WAR DECLARED IN UNUSUAL DIRECTIONS

This is the new game called "G-II" in the last issue. Peter Squires' phone number is 671-0155.

ENGLAND (Rosenberg): F Lon-Eng; F Edi-Nth; A Liv-Wal.

FRANCE (Howe): F Bre-Mid; A Mar-Spa; A Par-Bur.

GERMANY (Burley): F Kie-Den; A Ber-Kie; A Mun-Sil.

ITALY (Jacobs): A Ven-Pie; A Rom-Ven; F Nap-Tyr.

AUSTRIA-HUNGARY (Diller): A Vie-Gal; A Bud-Bum; F Tri-Alb.

RUSSIA (Presnitz): A War-Gal; A Mos-Ukr; F Sev-Bla; F St.P(s.c.)-Bot.

TURKEY (Squires): A Con-Bul; A Smy-Arm; F Ank-Bla.

Underlined moves are not possible. The deadline for "Fall 1901" moves is NOON, SATURDAY 7 DECEMBER 1974. Players will be contacted afterwards by phone for their builds.

LONDON (Reuters): ARMENIA AWAKENING! It was the twenty-third day of the Muslim festival of Ramadan. This holiday is held sacred by the Moham-medans in honor of the handing-down of the Koran. The entire Turkish nation was observing the holiday. All, that is, except for a small gathering of persons in a dingy cellar in Echmia-dzin, who, if the Sultan had learned what they were plotting, would surely have disturbed that holiday's serenity.

What were these men discussing? After the manner of conspirators throughout the ages, they had hidden themselves from the local constabulary by stuffing bedsheets into the window frames and blocking the doors with rotting chairs. We will follow a bit of their conversation:

"But, Bekmeck, what will happen if the Turks find out?"

"Don't worry, Grigor, we are taking the most careful precautions.

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1973BB

TURKEY EXPORTS CUTLERY TO ITALY

"Fall 1914"

ENGLAND (Eisen): F Mid holds; F Mar holds; F Spa(s.c.) S F Mar; F Lon-Nth; F Eng S F Lon-Nth; A Bur-Mun; A Bel-Hol; F Nrg-Bar; F Cly-Nrg.

ITALY (Heuer): No moves received. A Tyr, A Vic, A Pic, F Tun & F Tyr hold.

RUSSIA (Honig): F Nwy-Nrg; F Kie-Hol; F Hol-Bel; A Mun-Kie; A Sil-Mun; A War-Sil; A Boh-Vic; A Gal S A Boh-Vic; F Sev holds; A Mos & A Ukr S F Sev.

TURKEY (Paulson): F Arm-Sev; F Bla & A Bul S F Rum; F Rum S F Arm-Sev; A Bud S ITALIAN A Vic; A Tri S ITALIAN A Tyr; A Ser S A Tri; F Tus-Rom; F Ion-Nap.

Underlined moves are not possible. The High Combatant Powers control the same supply centers as they did after "Fall 1913" (see GRAUSTARK #318) except that Rome and Naples have gone from Italy to Turkey. Turkey may build two new units, and Italy must remove two. These moves should be sent in as soon as possible. The deadline for "Spring 1915" moves is NOON, SATURDAY 7 DECEMBER 1974.

In the absence of a formal stand-by, the Gamesmaster wishes to ask Matthew Diller to send in stand-by "Winter 1914" removals and "Spring 1915" moves for Italy. (See GRAUSTARK #312 for his address and phone number.) If no Italian removals from Ray Heuer are received by a week from today, those from Matt Diller will be used.

1974G0

WAR IS BUSTING OUT ALL OVER

"Spring 1901"

This is the game that was given the designation "G-I" in the last issue. Allan Amer notes that the street on which he lives is "Shore Rd." not "Shire Rd." as reported in the last issue. Amer's phone number is 516-432-6158, and Ferkin Doyle's is 215-KI6-3180.

ENGLAND (Doyle): F Ed-Nrg; F Lon-Nth; A Liv-Yor.

FRANCE (Amer): F Bre-Mid; A Par-Bur; A Mar S A Par-Bur.

GERMANY (Bronnick): A Mun-Kie; F Kie-Den; F Ber-Bal.

ITALY (Lipton): A Ven-Pic; A Rom holds; F Nap-Tyr.

AUSTRIA-HUNGARY (Zimmermann): F Tri-Alb; A Bud-Ser; A Vic-Bud.

RUSSIA (Smith): F St.P(s.c.)-Bot; F Sev-Bla; A War-Ukr; A Mos-St.P.

TURKEY (Drakent): A Con-Bul; A Smy-Arm; F Ank-Bla.

Underlined moves are not possible. The deadline for "Fall 1901" moves is NOON, SATURDAY 7 DECEMBER 1974. Players are requested to send in conditional "Winter 1901" builds with their "Fall 1901" moves, as recommended in the postal Diplomacy rules published in GRAUSTARK #318.

THE MINISTRY OF MISCELLANY

As of 1 December 1974, Bob Eisen's new address will be "1 David Lane, Yonkers, N. Y. 10701". *

John Boshara reports that two new postal Diplomacy games are being opened by Chris Schleicher, Apt. 214, 814 E. Old Willow Rd., Wheeling, Ill. 60090. Write Chris for rates and other details. *

Simulations Publications Inc., 44 E. 23rd St., New York, N. Y. 10010, has just brought out a new catalog of their dozens of war-games, present and forthcoming. Send them a copy.

I SET BY THE CARBON PAPERS...

John Beshara, Gamesmaster of 1971BG, writes that several players were late with their "Spring 1917" moves, and that therefore he has mailed out these adjudications by carbon copy. All moves succeeded, and the deadline for "Fall 1917" moves has been set for 6 PM, TUESDAY 3 NOVEMBER 1974. Both sets of moves will be published in GRAUSTARK #321.

Eric Verheiden, a Director of The Diplomacy Association, has investigated the apparent lapse of publication of The Fighter's Home, and reports this by carbon copy to a number of Gamesmasters who are TDA members:

"Publication of The Fighter's Home has been suspended temporarily due to a breakdown in the printing equipment, followed by the publisher (Dan Gorham) being sent out of the country on a series of conferences. In the interim, however, games have been continuing on a carbon copy basis and the moves will be reprinted when Father Gorham returns, which is expected shortly."

Verheiden neglects to add why anyone would bother.

1973BC (continued from p. 1)

Kurds of Boredino, a second unit has been recruited to replace the appalling casualties of Les Trebuchets; the second regiment is called the Darling Young Men of the Flying Trapezians.

ROME: "From now on the official language of San Marcos is Swedish! Underwear will be what? Oh, I'm sorry. I'm in the wrong movie."

1974GR (continued from p. 1)

Even if they find out what we're doing, they won't understand. Anyhow, our plans call for" (inaudible) "and" (irreconcilable).

* * *

With a minor switch of locale, we are now on the island of Borneo, whose sole export is malaria-bearing insects. There is a meeting here that bears some of the conspiratorial nature of the one we have just departed from. A large, bald man with an ape-skin draped over his shoulders is addressing a group of perhaps 30 orangutans.

"Listen, my people! No longer will we accept without retaliation the indignities and injustices that are heaped upon us like so much offal! It came to me in a dream, that I should rise up, and go, and take with me all my people. And into the land of the Kyzyl-Kum, between the Amu-Darya and the Syr-Darya, will we go, and become fruitful, and multiply, and inhabit the earth. And, in the dream, I was directed to buy 30 tickets on the Trans-Siberian Railway for the accomplishment of this purpose. And it was so."

The owner of the above voice is none other than The Wild Man of Borneo, whose true identity will be shown in good time. He is talking to his platoon of Orangutan Commandos-in-Training.

But, dear reader, you may ask, why does any of this matter, and what has one to do with the other? "Stick around a while, and all will be revealed," as Lady Godiva once said...

1973BQ -- PRESS RELEASES

NRIITANY: The Emperor now has ended his assize

With justice done, his great wrath satisfied

And DePriscoe brought to the fold of Christ.

The day departs and evening turns to night;

The Emperor Clay abed in vaulted chamber high;

And St. Gabriel comes, God's courier, to his side.

VIENNA: "Garv, I would especially like to thank you for putting up a good fight and sticking it out to the bitter end." - Clay

"John and Ed, I owe my victory to you two and your help." - Clay

ORA PRO NOBIS

Phase	I. <u>Dority</u>	II. <u>Fong</u>	III. <u>Hulland</u>	IV. <u>Ichtonen</u>
Af- In all games: RM6 BrB; Sc3B DaA*; Gr12B GaA*; RM5 HsB; RM8 PcB; RM15 ter PrC; RM20 ScA. See also individual columns.				
15D: RM2 AfC; RM10 AgA; Gr30B(Cy) AsA; RM5 AsB; RM3 GcA; Gr20B ItA*; RM2 IyB; Gr6B(Cy) IyB; Pr4B PrC; RM4 SiA; RM10 ThA.	RM10 AgA; RM3 GcA; Gr7B GcA; Gr6B(Sy) IyA*; Gr20B ItA*; RM2 IyB; RM10 ThA.	Sc4B AfC*; RM5 AgA; Gr25B AgA; RM5 AsB; Gr20B ItA*; RM2 IyB; Gr6B(Cy) IyB; Pr5B PrC; RM4 SiA.	Sc2B AfC*; Sc2N AfA; RM10 AgA; RM5 AsB; RM3 GcA; Gr6B(It) GrB*; RM2 IyA; RM2 IyB; Gr3B(It) IyC+.	
15E: No moves rec'd. 2L ThB hold.	3L SyC-CyA; 1L TaA holds.	3L ThB-DaA; 5L ThB-AsC-AsB; 1L ThB holds. Dal2N raised in DaB.	2L AfC & 6L AsB hold.	
15F: None.	None.	DaA: 3L vs. Sc3B 1:1 (4)-. AsB: 5L vs. RM5 1:1. (4)-.	AsB: 6L vs. RM5, 1:1 (4)-.	
15G: None.	None.	(5), 2RL AsB.	(5), 2RL AsB.	
15H: Cy. Pr: Ar, Ms, Sy.	Af, Cy, Sy, Ta. Pr: Ar, Ms.	Cy, Th. Pr: Ar, Ms, Sy.	Cy, It, Si, Sy, Th. Pr: Ar, Ms.	
15J: -Gr15B AsA, -Gr3B IyB.	-Gr4B GcA.	-Gr13B AgA, -Gr3B IyB.	-Sc1B AfC; -Gr2B IyC.	
15K: 166+1-4=163 Pr: 235+20-8=247	232+14-11=235 Pr: 265+12=277	31+5-14=22 Pr: 303+20-10=313	142+37-24-7=148 Pr: 265+12=277	
15L: None. (16-10N & 8B.)	1L SyC. (16-7L & 12B)	None. (16-3L & 2B; 17-5B)	3L ThB, 1L ItA. (16-12B)	
15M: None.	None.	None.	Gr1B IyC; Gr6B GrB.	
16A: (3), None. Augment RM2 in IyB in Games I, & III, and RM1 in IyA in Game IV. Augment RM5 in AgA in Game III.				
16B: None.	Gr6B IyA-GcB-AsA. IS5N raised in AsA. Gr6B vs. IS5N 1:1 (5)-.	None.	None.	
16C: None.	None.	AsB: IS2B & 5N vs. 3L 2:1 (4), Ex. -3L, IS2B & IS1N. DaA: Sc3B vs. 3L 1:1 (5)-	AsB: IS2B & 5N vs. 4L 1:1 (4)-.	

The deadline for 545 AD orders is NOON, SATURDAY 30 NOVEMBER 1974.

There now exists an Independent State in Asia in Games II, III, & IV. Note that Militia will cease to augment only if Roman forces move into that province in numbers equal to or greater than the existing rebels. Augmentation takes place if the anti-rebel forces belong to anyone else. (See Rule 10.32.) In Game VIII the Militia did not rise in Italy because the player did not indicate where he wanted it to be placed. Any player faced with a potential invasion should send in such a conditional order.

Phase	V. Paulson	VI. Scensny	VII. Scher	VIII. Ver Ploeg
Af-	In all games: RML0 AgA; RM6 BrB; Sc3B DaA*; Gr12B GaA*; RM5 HsB; RM8			
ter	PcB; RML5 PrC; RM20 ScA. See also individual columns.			
15D:	RML AfC; RM5 AsB; RML AfC; RM5 AsB; RM2 AfC; Gr4B(As) RML AfC; RM3 GcA;			
	RML IyB; Gr8B Gr6B(It) GrB*+; GcB+; Gr20B ItA*; Gr4B ItA; RM2 IyB;			
	(It) IyC; Pr6B RM2 IyB; Gr3B(It) RM2 IyB; Gr6B(Sy) Gr3B(It) IyC+; Pr6B			
	PrC.	IyC+; Pr5B PrC.	IyB; Gr3B IyC; PrC.	
			Si4N SiA.	
15E:	1L ItA-IyA; 1L IyA; 3L AfC & 1L GcA hold.	1L SiA-AfC; 1L GcB-ItA-AfC; 1L GcB-AsA; 1L GcA -AsA; 1L AfC & 3L IyB hold.	2L GcA-AsA-ThB; 1L ThB-ThA-IyA; 3L AsA-ThB-ThA-IyB; 2L SyC-AsB-AsC; 3L GcB hold.	1L SyC-AsA-GcA; 2L AsC-AsA-GcA; 1L ThB-ThA-IyB; 1L AfC holds.
15F:	AfC; 3L vs. RML 3:1 (3), Dc. -RML	AfC; 3L vs. RML 3:1 (3), Dc. -RML	None.	AfC; 1L vs. RML 1:1 (3), Ex. -1L, RML.
		IyB; 3L vs. RM2 1:1 (1), $\frac{1}{2}$ Dc. -RML		IyB; 3L vs. RM2 1:1 (1), $\frac{1}{2}$ Dc. -RML.
				GcA; 3L vs. RM3 1:1 (1), $\frac{1}{2}$ Dc. -RM2.
15G:	None.	None.	None.	None.
15H:	Af, Cy, Gc, It, Si, Sy, Th. Pr:Ar, Ms.	Af, Cy, Gc, It, Si, Sy, Th. Pr:Ar, Ms.	As, Cy, Sy, Th. Pr:Ar, Ms.	Af, As, Cy, It, Sy, Th. Pr:Ar, Ms.
15J:	-Gr4B IyC.	-Gr2B IyC.	-Gr2B GcB, -Gr3B IyB; -Gr2B IyC.	Gr2B ItA, -Gr1B IyC.
15K:	268+46-21-4=289 Pr:157+12-12=157	314+46-16-7=337 Pr:167+12-10=169	197+25-22-4=196 Pr:157+12-12=157	275+49-18-3=303 Pr:157+12-12=157
15L:	3L ThB (16-2L & 6R; 17-1L)	None. (16-4L & 7B)	None. (16-1L & 6B)	2L ThB. (16-6B; 17-4L)
15M:	Gr4B IyC.	Gr1B IyC, Gr6B GrB.	Gr3B IyB, Gr1B IyC.	Gr2B ItA, Gr1B IyC.
16A:	(3), None.			
16B:	None.	None.	None.	None.
16C:	None.	None.	None.	None.
16D:	(4,4) No Barbarians raised since the Sevthian Militia is in revolt.			

Some readers have asked whether there will be another Fall of Rome tournament after this one is ended, presumably sometime next March. I am of two minds on this. On the one hand, a solitaire game enables isolated war-gamers to play. On the other, this tournament is much harder to adjudicate than four or five postal Diplomacy games, and its rules are damnably confusing. In Moves #16 (see p. 6 of this GRAUSTARK for details) the readers rated Fall of Rome at only 5.08, and only 37% would now buy it, knowing what they do about it. By comparison, these figures are 7.12 and 84% for World War II, 7.12 and 87% for Sinai, and 6.95 and 82% for Desert War. (See Moves #17.)

IF I decide to start another Fall of Rome tournament, it will be for Scenario V. (the "Attila Scenario"), and entries will be limited to four players. Several people have told me that they can find winning strategies for Rome in this scenario, and I'm curious to see just how in hell they plan to do so. See a future issue of GRAUSTARK, probably in a couple of months, for further details.

FIRST BLOOD: FRIGATES FRAGGED AT CAPE FEAR

Moves is published on alternate months by Simulations Publications Inc., publishers of Frigate. This magazine appears in the months that Strategy & Tactics does not, and contains articles about SPI games. Moves #17, Oct.-Nov. 1974, contains 9 pages of information about Frigate, including a survey of the game with suggested changes by Steve List, and some historical notes on the naval warfare of that era. Also included are four additional scenarios, which would be classified as "Simple". One of these is the celebrated battle off Flamborough Head on 23 September 1779, in which John Paul Jones and his cranky old converted merchantman Bon Homme Richard defeated and captured the British frigate Scrapis, though Jones' own ship sank. There are also two hypothetical scenarios from the War of 1812 - an American raid on a British convoy, and an American attempt to break the British blockade of New York harbor.

(Moves #17 is \$2, or a subscription is \$7 a year, from SPI, 44 E. 23rd St., New York, N. Y. 10010.)

Some questions have arisen about the interpretations of Rules 6.0, 6.1, 6.2, and 6.43. It should be stressed that the Movement Allowance of a ship is determined at the beginning of the turn. Let us assume that the wind is S, and that a ship is facing NW. Assume also that the wind is Moderate, so that the maximum possible speed is 8, and that the ship began the turn with this speed. It is possible to order the ship to move 7 hexes SW (Cost: 1 for turning into the wind, and 1 per hex thereafter.) It is true that for most of this turn the ship is moving into the wind, but its Movement Rate was determined at the beginning of the turn. On the next turn, of course, it has a maximum Movement Rate of 4, since now that it is facing into the wind its ~~Movement Allowance is halved.~~ (Rule 6.31.) The distinction between the Movement Rate and the Movement Allowance should be kept in mind.

Also, Rule 6.43 is followed here. This means that if the wind is S and a ship is initially facing N, it costs the ship 1 movement point to turn NW or NE. This is a turn towards the direction of the wind, as described in 6.43.

If a ship suffers one or two mast hits, its Movement Allowance is cut in half. Suppose the wind is Moderate. The ship's maximum possible Movement Allowance then becomes 4 if the wind is behind it, and 2 if the wind is on a tack.

Moreover, the maximum possible deceleration rate is 4 per turn. Let us suppose that a ship receives a mast hit when the wind is Fresh and the ship's Movement Rate is 16. Immediately afterwards, the wind drops to Moderate, and turns so that it is now on the tack instead of on the quarter. The Movement Allowance is halved twice, once for each of these effects, falling from 16 to 4. However, the ship can decelerate only to 12 on that turn. If it continues to sail on the tack, the ship will have its Movement Rate fall to 8 on the next turn after that, and to 4 on the next turn. If, of course, the player comes about, with the wind now behind him, the Movement Allowance will be 8 until the masts are fixed.

In the notations for these postal games, mast and crew hits will be indicated by the small letters "m" or "c". Thus, a frigate with two mast and one crew hits would be denoted as "44/Fmmc". In movement notations, "A" means accelerate and "D", decelerate; each letter will be followed by the appropriate number. "T" followed by a number will indicate the number of hexsides turned; the direction will not be given if it is obvious from the subsequent progress of the ship. For example, in Game IV, the orders given to the British 64/T mean that it turns 2 hex sides, facing NW, and then moves as indicated. The turns from NW to SW, and from SW to S, each count 1 movement point in addition to the distance traveled, because they are turns into the wind.

I. Lizard

Move 5:

FRENCH (Drakert): 1, no effect. 64/A (FF) B1809-A2, N1, N74-C0206;
50/L (F) B1312-N1, N6-B1908.
BRITISH (Eisen): 80/H, 74/A, & 50/A vs. 64/B (M) 1:2 (5)-.
80/H (FF) C0511-T2, NW1, N1-C0409.

No score. Wind 4, remains SE, Mod.

Move 6:

FRENCH: 2, no effect. 74/A & 44/2 vs. 80/H (C) 1:1 (3)-. 64/A, 44/F &
64/B vs. 74/A (C) 1:1 (3)-.
50/J C0704-D4, N63, N1-C1001; 64/A (FF) C0206-D2, N63, N1-C0504. The
French ships are now in line abreast formation, and 64/A (FF) may
serve as the flagship for the whole formation. All may accelerate
on the next turn except 50/L, which because of mast damage cannot
exceed a Movement Rate of 4.
BRITISH: 80/H, & 74/A, & 50/A vs. 50/L 2:1 (M) 2:1 (4), m.
80/H (FF) C0409-A2, N6-C0403.

(5), British 80/H fails to run afoul of French 44/Q. (5), mast damage to
50/L not repaired. Preservation points: French 1. Victory points: Brit-
ish 2, French 0. Wind 5, remains SE, Mod. The positions are now:

FRENCH: N; Map B; Speed 4: 36/S 1509; 44/N 1708; 44/M 1807; 50/K 1907;
44/R 2006. N; Map C; Speed 4: 50/H 0106; 50/L (F)m 0204; 74/A 0305;
44/Q 0404; 64/A (FF) 0504; 44/P 0603; 64/B 0802; 50/J 1001.
BRITISH: N; Map C; Speed 6: 80/H (FF) 0403; 74/A 0604; 50/A 0805; 80/J
1006; 50/B 1207.

The French player may put all his ships under the direction of 64/A, or
he may leave some of them under the command of 50/L (F)m. However, since
50/L (F)m has mast damage, ships under its control cannot have a movement
allowance greater than 4 on the next turn.

II. Cape Fear

In this game, the motion of the American MM's has D E
~~taken~~ or will take them north and west of the original ar- F A B
ray of mapshots. I am therefore placing Mapshots D, E,
and F in those directions as indicated in the diagram to the right.

BRITISH (Diller): 120/A & 44/J vs. 74/F (C) 1:1 (4)-. 44/G, 44/H, & 44/F
vs. 74/D (C) 1:2 (3)-. 120/B & 110/E vs. 44/H (M) 6:1, mmm.
120/A (FF) B0711-A2, N61, S61, S1-B0912, other ships of the line follow,
line abreast; 44/G B0713-A1, N5, S1-B0709; 44/H B0714-A1, N4, S1-B0710,
44/J B0712-N3, N61-B0808; 44/F (F) B0715-A2, N4, S1-B0711. (The Command
control roll had been 1, no effect.) Frigates are turning in column.
AMERICANS (Drakert): 1, 4MM loses C.C. 74/B vs. 44/F (C) 4:1 (5) ccc;
74/C vs. 44/H (C) 6:1, ccc; 74/A & 74/D vs. 44/G (C) 5:1 (6) ccc; 74/E
vs. 120/A (C) 1:2 (2)-; 44/F vs. 110/D (C) 1:1 (6), c; 44/G vs. 120/B
(C) 1:2 (1)-.
74/A (FF) B1014-A2, N63-B1810, completes turning in column. 44/F
B0706-A2, S63-B1510, followed by other frigates in line ahead. Mer-
chantmen NW4 except MM4, N4.

After 4 moves 110/D & 44/G are both on B0907 but neither chooses to run a-
foul. (3), remove c on 110/D. Preservation points British 9, Americans 3.
Victory points: Americans 9, British 3. Wind 5, remains SW, Mod. For
ship positions see p. 10.

(continued on p. 9)

STILL, THE EMPIRE

"The Emperor has clothes, you better believe it."
- Jules Feiffer

It has been a little over three months since President Nixon resigned his office, and President Ford took over direction of the United States of America and its subject allies around the world. Readers of GRAUSTARK #316 will recall that in that issue, published just before the presidential resignation, I expressed my belief that President Nixon would come down hard on those who had opposed him.

President Nixon's views on the spirit of opposition abroad in this country are well-known. Five days after his landslide election victory in 1972, he told Washington Star-News reporter Garnett D. Horner that "he hopes to use the second term to lead the nation out of a crisis of the spirit." (New York Times, 10 November 1972)

The whole intellectual climate of the Nixon-Ford Administration was neatly summed up in that interview. "The average American," the President said, "is just like the child in the family." He pledged to end "the whole era of permissiveness". He spoke up for "a strong national defense, peace with honor in Vietnam, against busing for racial balance, against permissiveness, against amnesty for draft and deserters, against legalizing marijuana". He was supported in this aim by overwhelming majorities in business, organized labor, the armed forces, and the press - the Four Estates of modern society.

What, then, prevented him from using his immense powers and influential backing to crack down on the 'impeachment' agitation this summer? Niccolo Machiavelli told a story of his ideal Prince, Cesare Borgia. In order to keep huge French, Spanish, and German armies from tearing Italy apart, Cesare Borgia worked, schemed, and fought for years to build himself an Italian kingdom. He was all prepared to move sharply into the power gap that would be left when his father, Pope Alexander VI, would die. The only thing he failed to take into account was the fact that, when the Pope died, he himself would also be a dying man.

The recent deterioration of Mr. Nixon's health shows that the same considerations prevailed with him. Secretary of Defense Schlesinger revealed, after the resignation, that he had a contingency plan to prevent the President from ordering troops to Washington to dismiss Congress. (New York Times, 25 August 1974) Had the Secretary tried anything of the sort, of course, there would have been a 'Saturday night massacre' at the Defense Department, and a new Secretary who could be relied on to follow his Commander-in-Chief's orders.

Yet the salient features of the Nixon Administration are being continued by President Ford. It is difficult to see how this could have been otherwise. In 1968, then Representative Ford procured a job in the Treasury Department for G. Gordon Liddy, later involved in the counter-espionage work at Watergate. (Parade, 6 October 1974) While the House Judiciary Committee was debating impeachment, Vice President Ford said, "I can say from the bottom of my heart the President of the U. S. is innocent, and he is right." (Clayton Fritchey, New York Post, 14 September 1974)

The pardon of the former President only confirms what President Ford was saying before the resignation - that President Nixon was not guilty of anything wrong in authorizing the 'Plumbers'' operations, including the counter-espionage investigations at Watergate and at Dr. Fielding's office. No substantive change has taken place in American foreign, military, or internal security policy. Americans who have indulged themselves in an orgy of scorn for President Nixon and his policies may well have cause to regret it.

President Ford's support for his predecessor and benefactor has not been limited to mere words. The Justice Department will be representing

Mr. Nixon and his advisers in civil suits against them. (New York Post, 11 October 1974) President Ford's closest advisers are men who are identified with his predecessor: General Haig, Secretary Kissinger, Secretary Schlesinger, Ambassador Flannigan, etc. It has been "Ford men" like Her Horst, or anti-Nixon characters like Jaworski, who have left the government.

This has also become evident in foreign policy. President Ford has completely endorsed President Nixon's policy against the Allende government of Chile. He flatly endorsed the secret American intervention that brought about its overthrow. (Clayton Fritchey, New York Post, 1 October 1974) Indeed, this same policy may soon be put into effect against Libya and Kuwait as a result of the increase in crude oil prices. (Jack Anderson, New York Post, 8 November 1974) President Ford is driving home to the nations of the world the same lesson that has been taught to them by his five predecessors - that any nation where the United States has vital interests is going to have, not the government that its people think they want, or the government that Russia or China wants them to have, but the government that is in the best interests of the United States of America.

The press of this country, which by large majorities supported President Nixon, is on notice that it had better give President Ford the same loyal support. Extensive liberalizing amendments to the "Freedom of Information Act" were vetoed by President Ford, including one clause that gave his enemies in Congress the right to determine what had properly been classified "Secret". (New York Times, 18 October 1974; Carl Rowan, New York Post, 23 October 1974)

Finally, President Ford will continue President Nixon's restrictions on our overly independent judiciary. In several headline trials over the past five years, the federal and state courts have pronounced innocent persons in whose guilt the U. S. government was convinced, or they have sent to jail people who were carrying out the orders of their Commander-in-Chief. Last week two federal tribunals continued the reversal of this trend, which began in the Mitchell-Stans trial. Lt. William L. Calley, who commanded US troops at the Battle of My Lai, was let out of prison by a court convinced he had done no wrong in thus following orders. And a federal judge in Cleveland neatly undercut the tendency of juries to give anti-government decisions, by declaring the men who suppressed the Kent State revolt guiltless. He did this as soon as the prosecution had presented its case, without letting the jury say a word about it. (New York Times, 10 November 1974)

The tendency of the Nixon Administration against permissiveness and obstruction is thus being continued under President Ford. The Attorney-General is a member of the Ohio National Guard, and so is not going to be inclined to pursue the Kent State matter further. Gov. James Rhodes, who sent the Guard to Kent in 1970, has just been elected Governor of Ohio once more. Opposition to the American war effort in Vietnam, the Middle East, Chile, or wherever else it may become necessary, is simply not going to be tolerated any further by our President and his Administration.

It is vitally important that every American understand this.

POSTAL FRIGATE (continued from p. 7)

III. Lissa

Move 2:

FRANCO-ITALIANS (Rhine): 5, no effect. 44/P C0607-A2, S1, SE3, NE2-C1109.

The following ships turn in column behind 44/P; the flag is moved from 44/Q to 36/T. 44/M C1106-A2, SW1, S1, SE2, NE2-C1407; 44/N follows, turning in column. The flag is moved from 44/M to 44/N.

BRITISH (Gilinsky): 44/F (FF) C1013-A2, SE3, NE1-C1414.

No score. Wind 3, remains NW, Fresh. In the Franco-Italian fleet, 36/T

(FF) controls 14/A & 36/S, while 44/N(F) controls 44/M, 44/P & 44/Q.
The positions are now:

FRANCO-ITALIANS: NE; Map C; Speed 7: 44/M 1407; 44/N(F) 1208; 44/P 1109;
44/Q 0910. SE; Map C; Speed 7: 36/T(FF) 0809. S; Map C; Speed 7:
14/A. SW; Map C; Speed 7: 36/S 0607.
BRITISH: NE; Map C; Speed 5: 44/F(FF) 1414; 44/G 1614; 28/N 1814; 44/H
2014.

IV. Cape Finisterre

Move 2:

FRENCH (McCullam): 3, fleet loses C.S. 80/F(FF) F0705-S4-F0709. (The
French ships were located one hex too far north in GRAUSTARK #319.)

BRITISH (Rhine): 6, no effect. 64/U, 64/S, 64/R, 50/B, & 64/L vs. 74/A,
1:1 (C) (1)-.

50/A A1114-T2, S6-D1103; 64/K A1214-T2, S6-D1203; 64/L A1215-A1, T2,
SW1, S5-D1105; 50/B A1216-A1, T2, SW1, S5-D1106; 64/R(FF) D1603-A1, T2,
S6-D1609; 64/X D1907-A1, N1, T2, SW5, T1 facing S-D1408; 64/T D2007-T2,
NW1, SW2, S2-D1710; 64/U F0207-T2, S1, SW2, S2-D1911; 64/V F0208-NW2, SW1,
S3-D2011; 64/W F0409-NW2, SW1, S3-F0112. 64/M, 64/N, 64/Q & 64/S fol-
low the orders of 64/R(FF). The flag is moved to 64/Q.

No score. Wind 4, remains SE, Fresh. The positions are now:

FRENCH: S; Map E; Speed 4: 74/A 0106; 64/A 0307; 74/P 0508; 80/F(FF)
0709; 74/C 0910; 50/H 1010; 64/B 1111; 64/C 1214.

BRITISH: S; Map D; Speed 8: 50/A 1103; 64/K 1203; 64/T 1710; 64/U 1911;
64/V 2011. S; Map E; Speed 8: 64/W 0112. S; Map D; Speed 9: 64/L
1105; 50/B 1106; 64/M 1207; 64/N 1308; 64/Q(FF) 1509; 64/R 1609;
64/S 1810; 64/X 1408.

V. Cape Fear

BRITISH: Fred Phillips, 737 60th St., Brooklyn, N. Y. 11220.

AMERICANS: Steve Whitmore, c/o Commanding Officer, US Coast Guard LORAN
Station, FPO Seattle, Wash. 98792.

The wind direction is initially S. Players should send in their frigate
dispositions.

II. Cape Fear

[There was insufficient room for these positions on p. 7.]

BRITISH: S; Map B; Speed 4: 120/A(FF) 0912; 110/E 0910; 110/D 0908; 110/F
0906; 120/B 0904. N; Map B; Speed 4: 44/Gccc 0709; 44/Hccc 0710;
44/F(F)ccc 0711. NE; Map B; Speed 4: 44/J 0808.

AMERICANS: NE; Map B; Speed 8: 74/A(FF) 1810; 74/B 1611; 74/C 1412; 74/D
1213; 74/E 1014. SE; Map B; Speed 8: 44/F 1510; 44/G 1309;
44/H(F)mmm 1108; 44/J 0907. NW; Map A; Speed 4: 2MM 0404; 3MM 0203;
NW; Map D; Speed 4: 5MM 1616. NW; Map E; Speed 4: 1MM 0613. N; Map
F; Speed 4: 4MM 2002.

THE MINISTRY OF MISCELLANY

GRAUSTARK, the first and oldest postal Diplomacy bulletin, is pub-
lished every third Saturday by John Boardman, 234 East 19th Street,
Brooklyn, N. Y. 11226. Subscriptions are 12 issues for \$2. See p. 11
for information on new game entries. Back issues are 10 for \$1, except
for #296, #300, and #315, which are 50¢ each. Available back issues are
137, 199, 200, 202, 206, 248-250, 253, 257, 258, 271, 273-276, 280, 283,
285, 286, and 291-319. Also available are FREEDONIAs 30-57 at the same
rate; this 'zine, now merged with GRAUSTARK, carried postal and over-the-
board games of Avalon-Hill's Origins of World War II.

NEW BLOOD - XI

This list of people who have inquired about GRAUSTARK, postal Diplomacy, and other games carried in GRAUSTARK updates the previous list, published in #314. It is complete as of 10 November. Gamesmasters who are looking for players should contact these people.

Brett Arnolde, 293 Davidson Ave., Buffalo, N. Y. 14215
 John Baldwin, RR 1, River Falls, Wisc. 54022
 Don Ditter, 108 Colby Apts., Hoyt Lakes, Minn. 55750
 Russell Fox, 5160 Donna Ave., Tarzana, Calif. 91356
 Pat Frayne, 715 W. Clark, Champagne, Ill. 61820
 Lawrence K. Furbish, Apt. 13, 173 Spruce St., Manchester, Conn. 06040
 Gary Gillette, 501 Moores River Dr., Lansing, Mich. 48910
 Michael J. Hanagan, 3701 Lindell Blvd., St. Louis, Mo. 63108
 Peter Homcier, 238 N. Bowling Green Way, Los Angeles, Calif. 90049

This is

O At
 P Great
 E Intervals
 T This
 A Appears
 T To
 I Inflame
 O Optic
 N Nerves

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Stewart King, 5315 Saratoga St., Eugene, Ore. 97405
 Noah M. Lerman, 35 Thomas Dr., Storrs, Conn. 06268
 Steve McCampbell, 624 Kimball Ave., Westfield, N. J. 07090
 Jeff Myers, c/o Nigro, 427 W. 51st St., New York, N. Y. 10019
 Jonathan Southard, 6607 Elgin Lane, Bethesda, Md. 20034
 David Zimmermann, #32, 1125 Rutland Dr., Austin, Texas 78758

STILL OPEN

There are still openings in postal Diplomacy games in GRAUSTARK. The entry fee is \$10, and with it you should send in a list of your country preferences. I will try to match up the entrants so that as many as possible get countries they would rather play. Stand-by entries are \$5 each. See GRAUSTARK #318 for the GRAUSTARK house rules, and for details on stand-by status.

At present no games of Fall of Rome, Frigate, or Origins of World War II are open in GRAUSTARK.

Diplomacy was designed by Allan B. Calhamer and is published by Games Research Co. Origins of World War II and Frigate were both designed by James Dunnigan; the former is published by Avalon-Hill and the latter by Simulations Publications. Fall of Rome, designed by John Young and Redmond Simonsen, and is also published by Simulations Publications.

THE MINISTRY OF MISCELLANY

The next issue of GRAUSTARK will contain a letter column, with as many printed as possible of the letters of comment you've been sending in for the past several weeks.

*

The Graduate Center of the City University of New York has announced the first issue of a new publication, Centerpoint, which came out earlier this year. The first issue was devoted entirely to inactivity, boredom, and 'accidie'. Papers include "Creative Boredom and French Literature", "Beyond Withdrawal", "Biochemical Inactivity", "Procrastination", and "L'Ennui et le Divertissement chez Fantasio".

It sounds like it's off to a good start.

*

The Mayor of Port Hardy, British Columbia, is leading a movement to detach the Mount Waddington Regional District from Canada and make it a part of the USA. He would join up with Alaska, the nearest state, and to this end has already been appointed Ambassador. He has put before the Alaskan government his annexation offer of a district which includes 8000 square miles, 12 or 15 thousand people, and probably a few Sasquatches.

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BRITISH TRY FOR GERMAN UNDERSTANDING

"Spring 1937"

TULANE INSTITUTE OF TECHNOLOGY SENTINEL (T.I.T.S.) SPECIAL REPORT, June 20, 1936 [continued from the previous issue]: Backgammon refused to allow himself to be interviewed. He did, however, make a statement: "Those fascist T.D.C. pigs! In the I.B.A. we held general elections, we have a tax-supported government, and I can rip off \$300.00 on the side - in fact, be voted it! Those T.D.C. pigs don't even require you to be a member if you ask them for help, they're non-professional, they all have outside jobs, and worst of all.....: ...they're unAmerican! And they like sex and booze! (oops, I said a nono!). Furthermore, I invented Diplomacy and started the postal hobby. Why can't they be satisfied with game reviews and ratings and my articles. That's the trouble with these subversives. Those non professional fascist pig subversive comic HOBBYISTS! And some people say I'm BORING!! Where did they get an idea like that, like that, like that, like that...."

As for the "Spring 1937" PF placements:

USA (Hondry): Bal 3, Pol 3.

FRANCE (Potts): Fra 4, Rum 4.

BRITAIN (Lariton): Ger 6, Pol 6.

RUSSIA (Jones): No moves received. Rus 10.

GERMANY (Zimmermann): Aus 5, Cze 5, Ger 10.

Players who plan "Fall 1937" attacks should name a stock. Players who plan no "Fall 1937" attacks should write and say so.

THE MINISTRY OF MISCELLANY

The most famous act of concubinage in postal Diplomacy is going to be regularized by marriage on 1 January 1975. On that date, Games Research Inc. will formally acquire ownership of Walter Buchanan's "amateur" publication Diplomacy World.

For almost two weeks, there have been six paid entrants for a third GRAUSTARK postal Diplomacy game. The first \$10 check fills too board. See p. 11 for details.

GRAUSTARK #320

John Boardman
234 East 19th Street
Brooklyn, N. Y. 11226
U. S. A.

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If this space () is checked, this copy of GRAUSTARK is a sample inviting you to subscribe and to play postal Diplomacy!

